

# DELTA FORCE

# BLACK HAWK DOWN

## Mission Editor Manual

### Consumer Version

This Mission Editor tool is a proprietary tool designed specifically to create missions for NovaLogic's action games. Since each game has different requirements and variables, the Mission Editor is constantly undergoing changes to best fit the current project. This manual covers the mission editor for Delta Force - Black Hawk Down. We will walk you through the process of setting up a mission, populating it with objects and enemies, and setting complex trigger statements.

It is highly recommended that you walk through this manual in the order that it is written. Many functions will work only if the proper groundwork has been properly laid.

The Mission Editor Tool requires a minimum screen resolution of 800x600. For best results, we recommend that you set your resolution to at least 1024x768. It is also recommended that you have at least 160 Megs of memory free when using the tool.

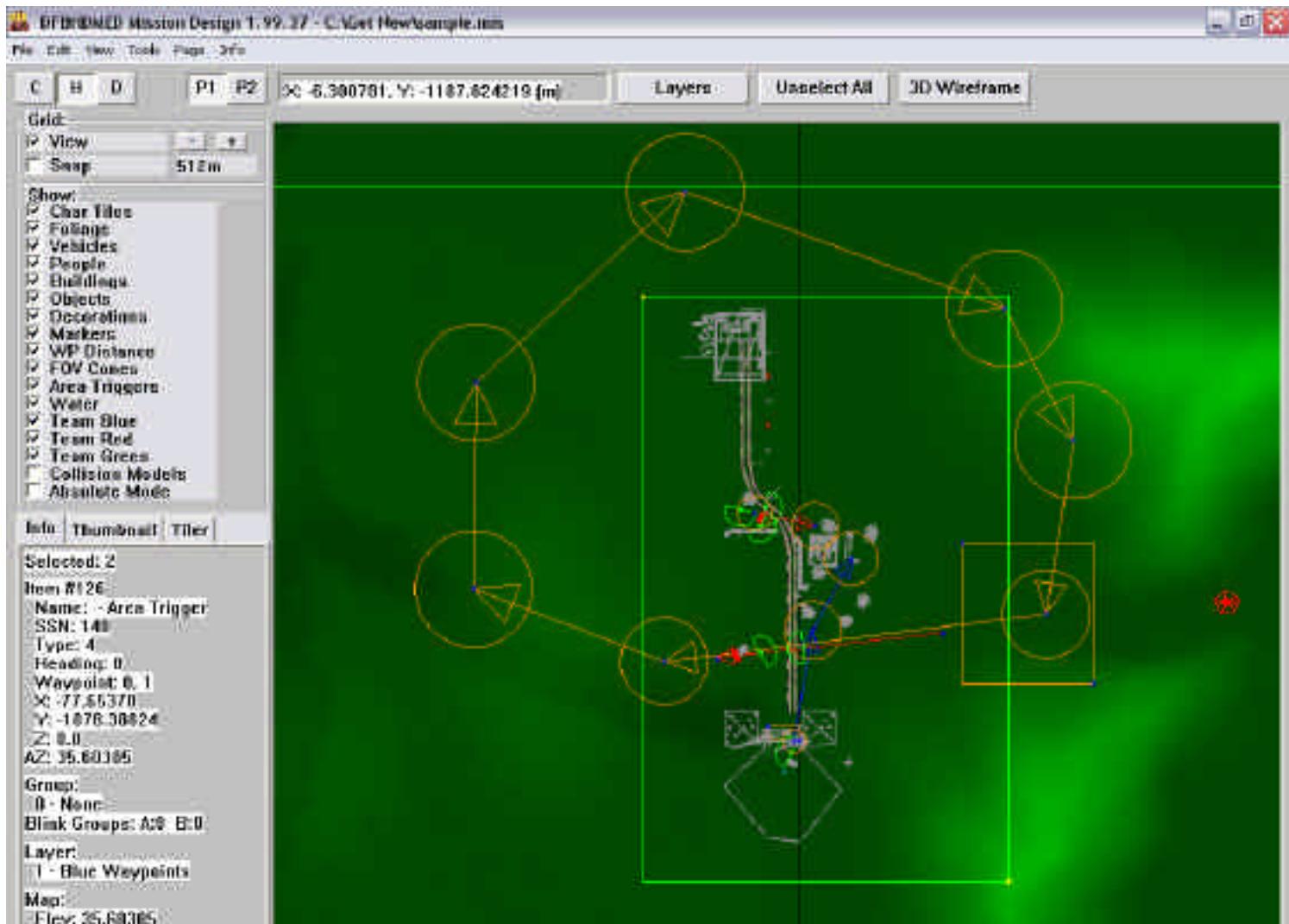
**DISCLAIMER:** This Mission Editor Tool is provided to the consumer "AS IS". NovaLogic technical support will not be able to answer any questions about this product or any issues related to its use.

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# Section 1: Navigating the Tool

There are a number of keyboard controls and toolbar buttons that will help you work more efficiently. Many functions are mirrored in the pull down menus, but learning the key commands will prove to be more useful.



If you want to try out some of these commands, open the sample mission by clicking **File** then **Open** and select “Sample.mis”. This will bring up a sample map and some objects.

## Mouse Commands:

**Left Mouse** – Selects or unselects an item in Select Mode or inserts a new item when in Insert Mode. You can left click on the **Unselect All** button or you can hit the **U** key to unselect everything. You can select more than one item at a time by moving the mouse near another target and clicking on it. Items turn yellow when selected.

The attributes of the most recently selected item will appear in the window in the lower left side of the screen. While an item is selected you can left click on the Selected Information Box in the left corner to pull up the Item Attributes window. Clicking on the **Thumbnail** tab will bring up a window showing an image of the selected item.

**Left Mouse** with **SHIFT** held down – Selects everything within the box you create.

**Left Mouse** with **CONTROL** held down – Unselects everything within the box you create.

**Right Mouse** – If you have one or more objects selected, you will get menu A. If you have no objects selected, you will get Menu B.

#### Menu A:

- **Edit Item Attributes** – Brings up the window where you can adjust all of the item variables.
- **Move** – Any items selected can be dragged to another location onscreen.
- **Numeric Move/Copy** – Allows you to move or copy the selected items to a specific coordinate on the map.
- **Group Rotate** – Selected items can be rotated around a central point by inputting the angle (0 is north)
- **Snap To Grid Line** – Any selected objects will immediately move to the nearest grid intersection.
- **Hide Functions** – These three selections allow you to quickly hide objects that are selected, or to hide everything except the selected objects.
- **Select Functions** – Use these choices to select all objects that share the currently selected object's type, group, Blink Group or Waypoint list.
- **Deselect This Group** – Use this choice to deselect only the currently selected group.
- **Snap To Terrain** – If you move an object and it no longer properly rests on the ground, you can choose this option to automatically bring its center point to ground level. NOTE: Some objects have a center point that should normally be ABOVE ground level, so some additional Z-axis adjustments may have to be made.
- **Delete** – Removes the currently selected objects from the map.



Menu A

Menu B

#### Menu B:

- **Insert Mode** – When you enter Insert Mode, and click on the map, you will bring up the Insert Item window. The object you select here will be placed when you press the OK button.
- **Tile Floater** – Brings up a moveable toolbar window containing your chosen tile set. It works the same as the Tiler tab in the Item Attributes window.
- **Paste** – If you have an item copied, you can paste multiple copies of it into the map.
- **View By Layer** – Makes all items that are on a layer their own color. Actually, we only have 17 colors to choose from, so layers 17-32 will all appear as orange.
- **View By Type** – Makes all items of the same type the same color. e.g. People will be green, vehicles red, decorations gray, etc.

- **View By Side** – Turns all objects the color of their respective blue, red or green (neutral) teams.

**Right Mouse** with **SHIFT** held down – Quickly zooms in and out of the map. Click and hold the mouse button then move the mouse right or left to quickly zoom in and out of the map.

**Right Mouse** with **CONTROL** held down – Centers the map on the point you click.

## Keyboard Commands:

- **Keypad 2,4,6,8** (With Number Lock ON)- Scrolls map down, left, right and up respectively.
- **Page Up, Keypad 9, or Keypad Plus** - Zooms map in.
- **Page Down, Keypad 3, or Keypad Minus** - Zooms map out.
- **INSERT** - Toggles between Insert Mode and Select Mode.
- **DELETE** - Deletes selected items.
- **ALT** – Hold to use hotkey listed in the toolbar menu. For example, pressing **ALT + E** pulls down the Edit Menu. After that, pressing **ALT + I** will open the General Information window.
- **ARROW KEYS or NUMPAD DIRECTIONAL KEYS** (when Number Lock is OFF) - Moves the objects you currently have selected in 1 meter increments.
- **ARROW KEYS with CONTROL or NUMPAD DIRECTIONAL KEYS** (when Number Lock is OFF) with **CONTROL** - Moves objects in much smaller increments.
- **ARROW KEYS with SHIFT or NUMPAD DIRECTIONAL KEYS** (when Number Lock is OFF) with **SHIFT**– Rotates the selected object 1 degree. If you have more than one object selected, they will rotate around a point most centered from all selected objects.
- **ARROW KEYS with SHIFT and CONTROL or NUMPAD DIRECTIONAL KEYS** (when Number Lock is OFF) with **SHIFT** and **CONTROL** – Rotates the selected object 90 degrees. If you have more than one object selected, they will rotate around a point most centered from all selected objects.
- **U** - Unselects all selected items

## Screen Buttons:



**C – Character Map** – Press this button or the **F1** key to show a full color representation of the terrain.

**H – Height Map** – This button or the **F2** key will bring up a topographical view of the terrain. The lighter the color on the map, the higher that part of the terrain. Solid dark areas are usually low, flat spots, which are good for bases or airfields.

**D – Depth Map** – This view simply shows the contour map of the terrain. The closer the lines are to each other, the steeper the grade. Solid black represents perfectly flat areas. You can also use the **F3** key to see this map.

**P1 – Page 1** – The mission editor allows you to have two different missions open simultaneously. This feature is good for comparing missions or for copying/pasting elements out of one mission into another.

**P2 – Page 2** – Press this button to display the second mission that you opened. You must be on this page when you open the second mission or it will replace your page 1 mission.

**XY Coordinates** – This gives you the grid location measured from the center of your screen. Click on this to type in new coordinates and the screen will center on them. The units are in meters.

**Layers** – This option brings up a box that allows you to select which layers you would like to see and which ones are hidden. See **Section 4** for more information on Layers.

**Unselect All** – This button (or the **U** key) will automatically unselect all items.

**3D Wireframe** – This function is described in detail in its own section of the manual.



**Grid** – The **View** box will toggle the grid overlay on and off. Items that you insert into the grid while the **Snap** box is checked will move to the nearest grid intersection. This is particularly useful when you want to line items up precisely. Use the **Plus** and **Minus** symbols to increase and decrease the grid size.



**Show** – By checking the appropriate boxes you can choose which items you currently see and which are hidden from view. This is useful for finding specific things in a map filled with multiple kinds of items.

**Selection Information Box** – When you select an item, its most important statistics appear in the lower left corner of the screen. Click anywhere in this area to bring up the **Item Attributes** window. Once you learn how to insert items, this box will become more useful. Clicking on the **Thumbnail** tab will show you an image of the current item. The **Tiler** tab brings up a selection of terrain tiles.



# Section 2: Creating a New Mission

This section outlines the basic steps required to start making a mission. The following pages detail the more advanced instructions, but for now we will go through the initial steps to familiarize you with the process since some of the later steps are dependent on the previous ones being set up correctly. Refer to **Appendix D** to see an example of a simple mission.

**Step 1:** Start the **DFBHDMed.exe** program. If you already have the program running and have opened a mission, please press **Clear** located under the **File** menu to start a new map from scratch.

**Step 2:** Select **General Information** from the **Edit** menu at the top of the screen.

**Step 3:** Enter a mission name and your own name into the appropriate fields. The mission name will appear in the mission select screen once the mission is exported.

**Step 4:** Select a **Mission Terrain**, **Mission Tile Set** and **Map Type** from the list. If you are making a single player game, you do not have to make a selection. Now click “OK” to close the window and load the new terrain. It may take a while for the new terrain to load.

**Step 5:** Select **Edit** from the menu bar and then choose **Briefing**. When the window opens, enter a brief description of the map. When the mission is exported, this briefing will appear in the mission select screen and when you press the “**G**” key during play.

**Step 6:** You should now see a pulled back view of your map with a grid on it as well as a green and red box. These boxes simply frame the “center” of the map ( $X=0, y=0$ ). While you can place objects anywhere, you should keep the focus of your map towards the center.

**Step 7:** In the **Grid** window, click the – button until the grid size is 32m. Now use the PAGE UP or Numpad + key to zoom into the map until you see only four grid squares.

**Step 8:** Press the **Insert** key to enter **Insert Mode**, decide on a location for the player to start and left click the mouse to bring up the **Insert Item** window.

**Step 9:** In the **Insert Item** window, select “Markers” in the left hand column, then “Start, Player” in the right hand column, then click **OK**. This sets the point where the player will start the game. If you don’t place this marker, you won’t be able to get into the mission!

**Step 10:** Press the **INSERT** key again to change back to **Select Mode** and use the left mouse button to select the icon that you just placed. The icon will turn yellow. Now click anywhere in the **Selection Information Box** on the lower left of the screen. This will bring up the **Item Attributes** window for that object.

**Step 11:** Change the **Team** to “Good (Blue)” and the **Group** to “1” then click **OK**. This sets the team (good/bad/neutral) that the item belongs to as well as the group. The player start marker in Single Player games must be set to “Good (Blue)” and Group 1 for the game to work properly.

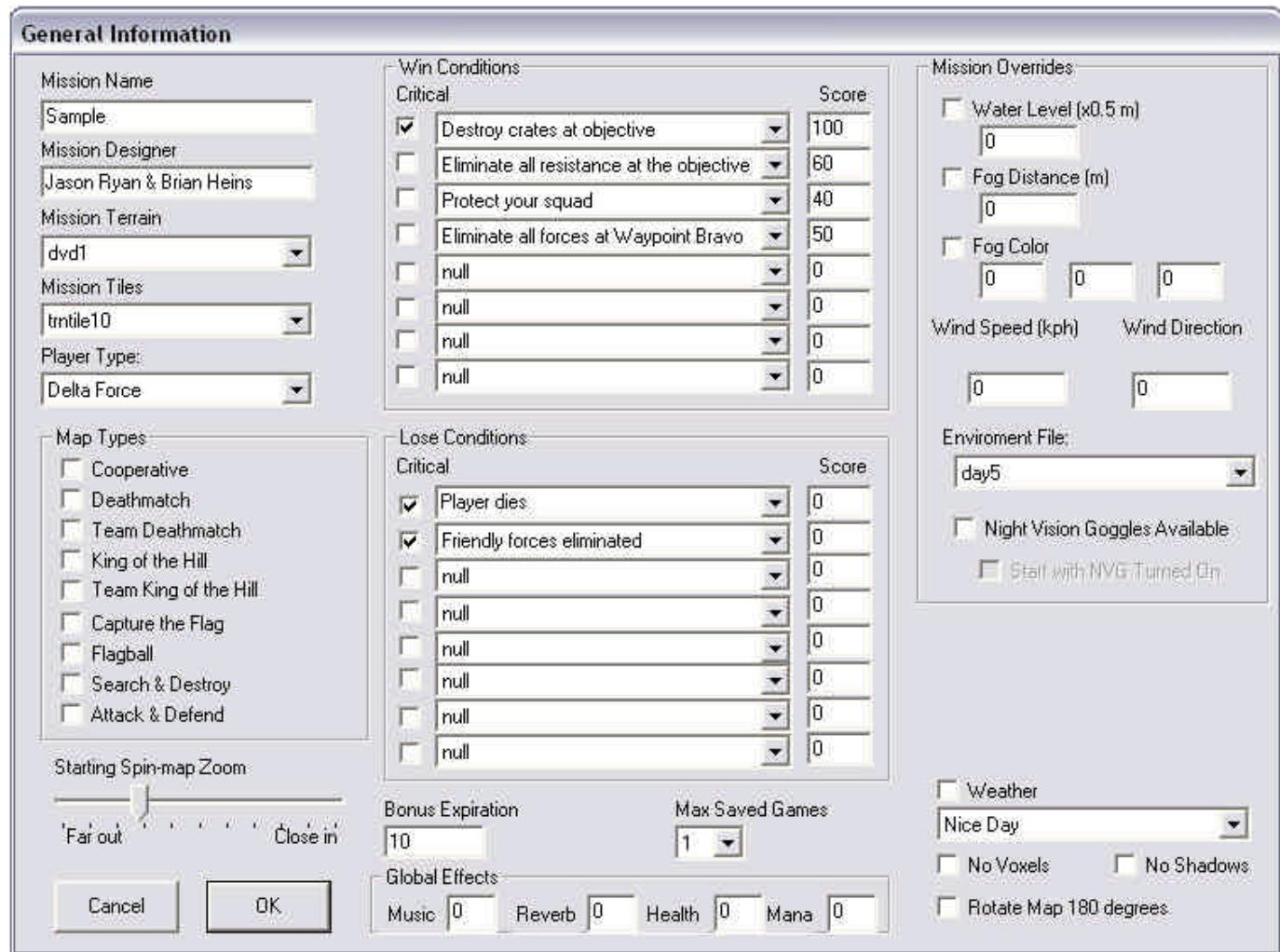
**Step 12:** Go to the **File** menu and select **Save** to save your mission. When you go to play a mission, the name that appears in the General Information screen’s Mission Name slot will appear.

**Step 13:** Although you could export and play your mission at this point, it probably wouldn’t be very interesting. You are now ready to begin placing enemies, setting mission events and determining mission goals. As you place them, refer to the appropriate section of this manual for more details.

**Don't forget to save your work often. Mission Designers will typically keep several back-ups of the files just in case they make mistakes on their current file.**

# Section 3: Editing General Information and Weapon Loadouts

Under Edit in the Tool Bar, select **General Information** to set the basic mission details. You will see the **General Information** window. This window contains selections for the terrain and game types along with other critical mission information.



**Mission Name** – The name entered here will appear in the mission select screen once it is exported.

**Mission Designer** – Put your name here.

**Mission Terrain** – This pull down menu contains all of the terrains you can use to build a mission. Consult **Appendix A** for a list of all available terrains and select the one that best fits the location of your mission.

**Mission Tiles:** Mission tiles are specific sets of roads and other environmental art assets that are usually designed for a specific environment or mission. You can see the tile set by clicking on the "Tiler" tab in the **Selected Information Screen**. Changing this selection after laying down

objects can result in your roads being turned into bomb craters! When the mission is exported, these objects and their positioning are exported as a separate .til file.

**Player Type** – Select the character type that you want for this mission, 10<sup>th</sup> Mtn, Ranger or Delta Force.

**Map Types** – Select what type of mission you are making. For single player missions do not select anything.

**Starting Spin Map Zoom:** You can choose the default spin map distance by sliding the bar.

**Win and Lose Conditions** – You can set up to eight win and eight lose mission goals in this area. The win and lose conditions are for goal information text only. The actual win and lose conditions are set up through the Event Triggers (described later in this manual). NOTE: If you have a “NULL” condition, no conditions following that one will display.

- **Critical:** When the game displays goals on-screen (G key), it will display them in the order they are listed on this screen. If you check one as Critical, it will be pushed to the top of the list.
- **Score** - When a win or lose condition is met, the player will be awarded however many points you enter into this box. Win scores are added to the total and Lose points are subtracted (don't put a negative number)

**Bonus Expiration:** The player receives a bonus for getting through a map in a timely fashion. This number represents the number of minutes from the mission start to where their bonus finally counts down to zero. If you leave this set to 0, the default is 15.

**Max Saved Games:** Limits the number of allowed saves during your mission.

#### **Mission Overrides:**

**Water Level** - You can raise and lower the water level in your mission (measured in 1/2 meters) to drastically alter the terrain. We recommend that you do not go over 130 for most maps or the entire mission may take place underwater.

**Fog Distance** - If you want fog in the mission, select its level here. The fog-value represents the distance (in meters) you are able to see before the fog completely thickens and blocks all vision. For example, a fog value of 200 will allow the player to see 200m, but not any further. Valid ranges are from 0-2000. 0 means disable (no fog). A fog value of 1 will produce the most fog (player will see only fog). Most mission fog-values are from 200-500m.

**Fog Color** - You can alter the color of the fog by manually setting the Red, Green and Blue settings. Fog is best when Gray (50,50,50).

Other examples of fog colors:

Bright Red = 255,0,0

Yellow = 0,100,100

Medium Green = 0,120,0

Black = 0,0,0

Dark Blue = 0,0,25

White = 255,255,255

NOTE: Be sure to click the box next to each selection to enable it.

**Wind Settings** – This is primarily to affect smoky particle effects by setting the wind speed and direction. Direction is from 0 to 359, 0 being north. Some wind speeds are: Light Wind = 25 kph, Heavy Wind = 50 kph, Hurricane Wind = 90 kph

**Environment File** – Choose one of these settings to alter the time of day in your mission. Be sure to check the **Night** box when selecting a night file, as this will properly adjust certain art elements.

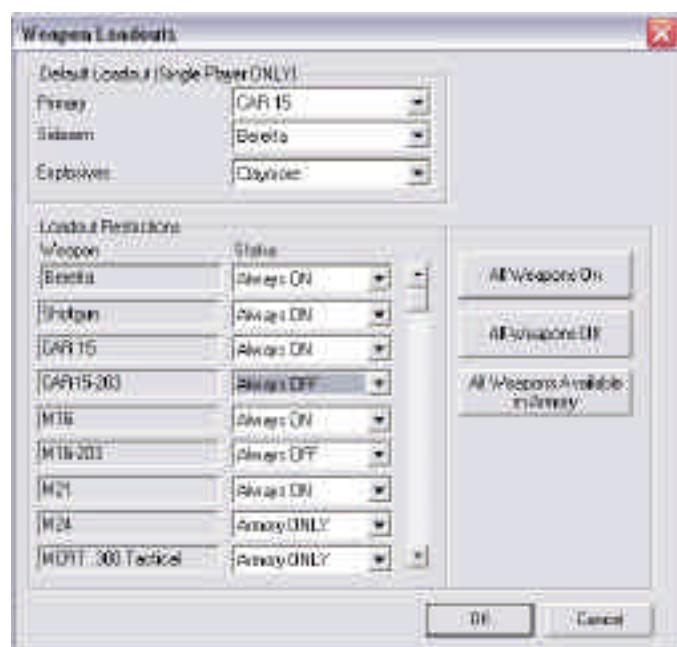
**Night Vision Goggles Available:** Check this if you want the player to be able to use NVG during the mission. Below that is another checkbox to indicate if you want the goggles to automatically be turned on when the mission starts.

## Weapon Loadouts:

By accessing the Weapon Loadouts screen from the **Edit** pull-down menu, you can choose which weapons the player will carry by default upon entering a Single Player mission. These options do not work for Multiplayer maps, but the multiplayer host has them available in the host screen.

Any weapon marked as “Always ON” will be selectable from the Loadout Screen in the game menus or from an armory.

You can disallow a weapon by selecting “Always Off” or pick “Armory Only” to allow that weapon to be selectable during a game only from an armory.



# Section 4: Groups and Layers

The most important part of building a good mission is organization. Planning your groups and layers is a major part of that organization. You can quickly get lost in a sea of meaningless numbers and objects unless you take the time to properly label everything. A little work in the beginning saves a lot of headaches later on.

## Groups

Groups are used to classify related items, such as a squad of enemy soldiers, and set an identity for Events and Waypoints (explained later). By assigning multiple units to a single group, you can give them group commands or have a single event tied to the fate of every unit in that group.

Group names are specified by clicking **Edit** then **Group**. This brings up the groups window. Highlight a slot and in the description area, type the name of the group such as “Player”, “Enemy buildings”, or “Enemy Reinforcements”. Keep your names simple and understandable. Once you have twenty or thirty groups, you may forget what a term was supposed to mean.

NOTE: The player always defaults to the first group. When you place the “Start, Player” marker, it MUST be designated to group “1” (or none) and have its team set to “Blue, good” to properly set off area triggers.

The more groups you have, the more detailed the triggering can be. It is often better to give each unit its own group, and therefore its own orders, so that it doesn’t interfere with other units. However, placing multiple units in a group will save you time when setting up the mission. You can automatically select all units within a group from the **Group** window by pressing the **Select Members** button.

You are able to save and print your Groups list as a text file. Click **Save As** to save the list to a text file. Print out this file for easy reference. You’ll be glad you did.

## Layers

A layer is simply a user assigned collection of groups and items that can be easily hidden from view. It is much like using the “show” field. By assigning similar elements to a layer, such as “foliage” or “vehicles”, you can quickly find exactly what you are looking for (or hide the things you aren’t seeking). You can create up to 32 individual layers for this purpose and assign an unlimited number of objects to a layer.

If you choose to **View By Layer**, the first 16 layers will be assigned a different color. Any objects assigned to this layer will appear as this color. Items attached to layers 17-32 will all appear as orange.

Under the **Edit** menu, you can change the **Layer Names** to whatever has meaning to you. Some examples of names are “Enemy Base”, “Friendly Waypoints”, and “Buildings”. When you just want to see a certain layer of items, hit the **Layers** button on the main screen and check the ones you want to see.

# Section 5: Inserting Items and Tiles

Items represent everything that exists on the map from enemy vehicles and buildings to waypoints and event triggers to scenery such as trees and water towers.

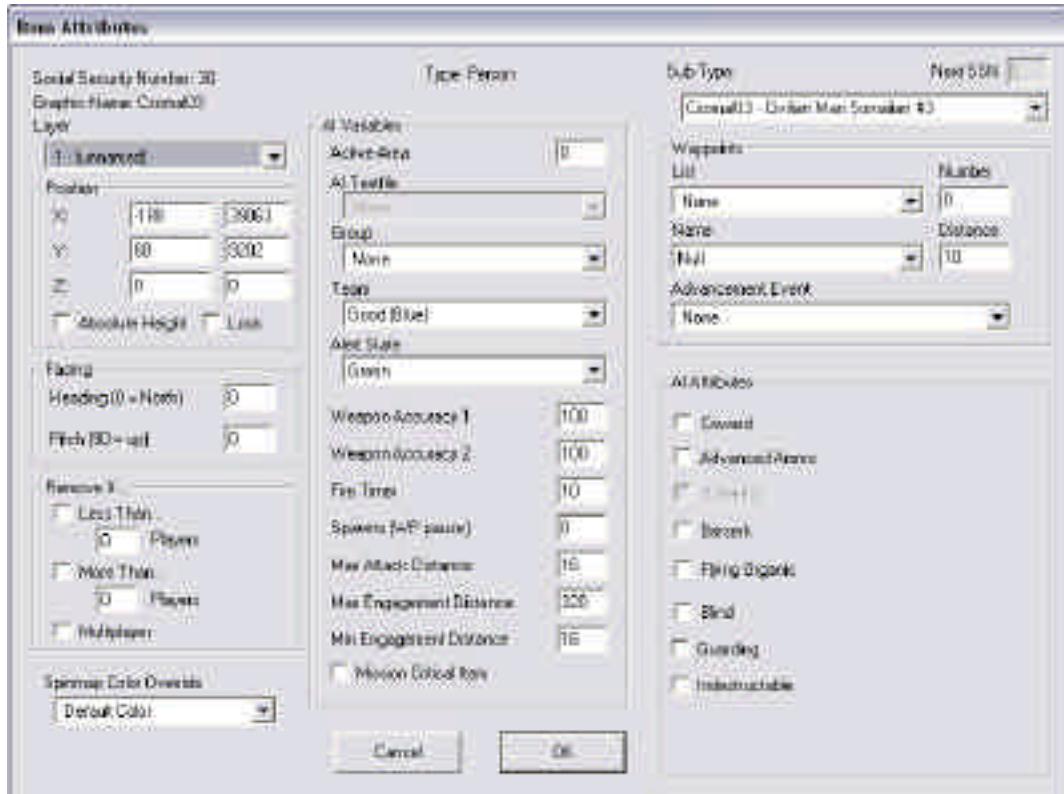
To add an item press the **INSERT** key to enter **Insert Mode**, left click to set a new object down. This will bring up the **Insert Item** window where you can select the type and sub-type of item that you want to place. Note that the **Markers** selection includes Player/team start positions, waypoints, and King of the Hill (KOTH) multiplayer areas.

For now, place a soldier. Click the radio button next to **People** and then select “ESomal01” “Enemy Somali Soldier w/ AK47” and press OK. After placing the soldier, or any item, you can left click to insert another item. For now we will focus on our soldier.

Switch back to **Select Mode** by pressing the **INSERT** key and left click on the green semi-circle that represents the soldier and his field of view. The symbol will turn yellow and its basic statistics will come up in the **Info** box to the left. Click on this area to open up the **Item Attributes** window. While in the **Item Attributes** window you can only alter attributes that pertain to the unit(s) selected. You will not necessarily need to fill in every field available. Some fields will be grayed out, indicating that that option is not available for the current item. Note that any attribute you modify will be changed for all items currently selected (where possible).

You can add multiple objects to an area by holding down CONTROL and LEFT MOUSE and forming a box. The box will have an oval inside it. When the **Insert Item** opens, there will be a “Drop Count” option. Enter the number of duplicate items you want to place and click whether you want them to drop inside the oval or box that you formed. When you select an item and press **OK**, that number of items will be randomly placed inside the area your specified.

## Item Attributes Window



## Item Attribute Definitions

**Social Security Number (SSN):** The tool automatically sets this number when an item is placed. It represents the item number of the unit. Every unit gets a SSN. The SSN can also be used to trigger an event that happens to, or because of, a specific unit. NOTE: Though the “Start, Player” marker will have its own SSN, the player’s character in the game has a special SSN of 10000, though in most cases the word “Player” has replaced the number. The player is also its own group called “Blue Player”.

**Graphic Name:** This is the actual file name for the chosen asset.

**Layer:** All units belong to a layer. Selecting an appropriate layer will help you to better organize the mission. See **Section 4** for more information on Layers.

**Position:** These are the precise coordinates of where you placed the unit on the map. East = -X, West = X, North = Y, South = -Y, Above Ground/Sea Level = Z, Below Ground/Sea Level = -Z Be sure to properly set the Height (Z value) if you want to put objects on top of other objects (like soldiers in towers). You will likely need to adjust the second Z number to precisely place objects on tables and crates as well.

**Absolute Height:** With Absolute Height on, the Z value indicates height above sea level. With Absolute Height off, the Z value indicates height above or below the actual terrain at that spot.

**Lock:** This function will lock an item’s Z value regardless of the terrain you try to set it upon.

**Facing:** This is used to change the direction an item is facing. It can be set from 0 to 360 degrees, with 0 representing north, 90 representing east, 180 representing south and 270 representing west. Pitch is the degree the object is pitched forward or backwards; something pitched at 90 will be pointed straight up rather than forward.

**Remove if:** This is used to remove units from the game in multiplayer co-op missions. For example: If a 4 is placed in the **Remove If Less Than...** field, that particular unit would only appear in that mission if more than four player were in the multiplayer game. This helps adjust difficulty.

**Spin Map Color Override:** If you wish to alter the color a unit appears on the spin map, or make it invisible on the map, choose the color here. This is often used when you set enemy units temporarily to a different team, but don’t want the player to notice.

**AI Textfile** - Chooses how the item will act. Each object should have an AI file designed and named for it. Make sure your Sub-type and AI text files match or they may not act properly.

**Group:** You can name groups whatever you want by clicking on **Edit** in the top left corner of the tool and then clicking on **Group**. Units in the same group will follow the same waypoints, follow the same orders, and be considered multiple part of one entity.

**Team:** This designates good guys, bad guys and the neutrals. Red will target/attack blue and vice-versa whether marked as goals or not.

**Alert State** - Selects the item’s initial alert status. This status can be changed through the use of events and area triggers.

**Weapon Accuracy 1 and 2:** This number represents how well the unit shoots on their first couple of shots and then on subsequent shots. Lousy shots are 10 and under, good shots are around 30, great shots are anything over 50. However, anyone will hit fairly quickly at close range. Also, the longer someone continuously fires at a target, the more accurate they will get.

**Fire Timer:** This number determines how many seconds the unit will spend firing at a target before attempting another action such as changing targets or running.

**Spawns (WP Pause):** This has a dual purpose. When applied to a character, this is the number of times they will respawn at their original start point after being killed. When applied to a waypoint, this is how long units will pause at that spot before moving on.

**Max Attack Distance:** determines how close an enemy must approach before the selected item will begin the shoot at an enemy.

**Max Engagement Distance:** An AI will not approach any enemy unit that is further away than this number in meters.

**Min Engagement Distance:** An enemy items must be at least this close before the AI will attack it.

**Mission Critical** - An item such as a building that is marked as mission critical will get a different symbol on the tactical map.

**Sub-type:** This designates what the object is. If you change the sub-type to a different object, the attributes you set for the initial object sub-type will be retained.

**Waypoints:** This is where you assign groups to waypoints. You can name and organize waypoint lists the same as groups (Left click on **Edit** and **Waypoints**). The number field is used to number waypoints. For King of the Hill areas adjust the Distance to increase the size of the hot zone.

Choosing a name for the waypoint will display that name to the player when tracking that waypoint.

**Advancement Event:** When used with a Waypoint, the waypoints will not advance in the Spin Map, even if the player is within the waypoint, until the selected Event occurs.

**AI Attributes:** Check the appropriate boxes to enable the following functions:

- **Coward:** When the player gets within a short distance, this unit will cower and surrender.
- **Hovering:** Used for helicopters to put them into the air at the beginning of the mission.
- **Berserk:** When the player or an AI unit is labeled as berserk, they become an enemy to everyone. Their friends will shoot at them and AI's will shoot their friends. This is most often used to turn blue NPC's against the player who does too much friendly fire.
- **Blind:** Won't see his friends getting shot even if they are next to each other and they won't see enemies. Blind AI's are good for keeping hostages from running away from firefights or keeping a Blackhawk from engaging enemies as it flies overhead.
- **Special State:** This engages special animations attached to certain characters. Most often it is used to attach Delta units to Humvees and MH-6 Little Bird side seats.
- **Indestructible:** Check this to make the unit unable to be killed. (Certain objects are hardcoded to be invulnerable.)

### **Black Hawk Insertions:**

If you wish to start the mission with the player inside an airborne Black Hawk, you must set the helicopter to "Hover" and give it a Z rating at the beginning of the mission. Now place the "start, player" at the same spot and set their starting Z altitude to a number just slightly higher than the floor of the helicopter. The player falls a short distance when the mission starts and will pass through the floor if their altitudes are a precise match.

### **Little Bird and Humvee Insertions:**

If you want the player or AI teammates to start the mission riding on the side seats of a MH-6 Little Bird, position each over one of the seats. Ai must be initially set to "Special State" and the player must have their start marker set to "Red (evil)". Don't worry; the game will automatically switch the player back to the Blue team one the mission starts.

### **Inserting Tunnels:**

MED has a number of special structures that are used to create tunnels and corridors. In DF-BHD, the pieces are labeled "R\_Tunx" or R\_Entr". You can also use "Adbsmnt" which is a building that leads to underground tunnels. These are the only pieces that can be placed underground.

Placing these pieces them can be tricky, and if they are not matched up exactly, the player may warp through a crack and end up on the surface, or stuck in a wall.

In the past there was a selection called “Blink Groups” that was used when placing tunnels underground. This function is now automatic.

## **Underground things to look out for:**

**Can't get into tunnels** - If you suddenly pop to the surface, you may not have lined the pieces close enough. If you can't get though an entrance tunnel, you may have placed it on ground that is too uneven, or it is set too high or too low to the surface. This disrupts the piece's blink box that allows the player to pass through the ground and into the tunnels. Try adjusting the piece in \_ or \_ meter Z increments until it works properly.

**Depth** – Tunnels cannot be placed below the absolute Z depth of 0.

**Underwater Tunnels** - Tunnels cannot be placed below the waterline. If you do, the player will shift to swimming mode, but the water will be invisible due to the blink boxes.

**Group rotation** – If you rotate a number of structures at once, you may have to realign them.

**Z axis** – Be sure to check your Z axis often, especially after physically moving a tunnel.

## **Inserting Squibs:**

Squibs is an old movie term for a fake bullet impact. In the game, squibs are small explosives that you can trigger to go off on command. They are implemented by inserting two squib markers in 3D space to create a line.

The first marker, “Squib Start .50 Cal” for example, determines the type of bullet impact, the second, “Squib End” determines the direction of travel and end point for the squibs. To trigger the squibs, you must create a “Kill SSN” event and input the SSN of the “Start Squib” marker. You can link two or more squibs by inputting the second “Start Squib” SSN into the “Next SSN” box in the upper right hand corner of the “Squib End” **Item Attributes** Screen.

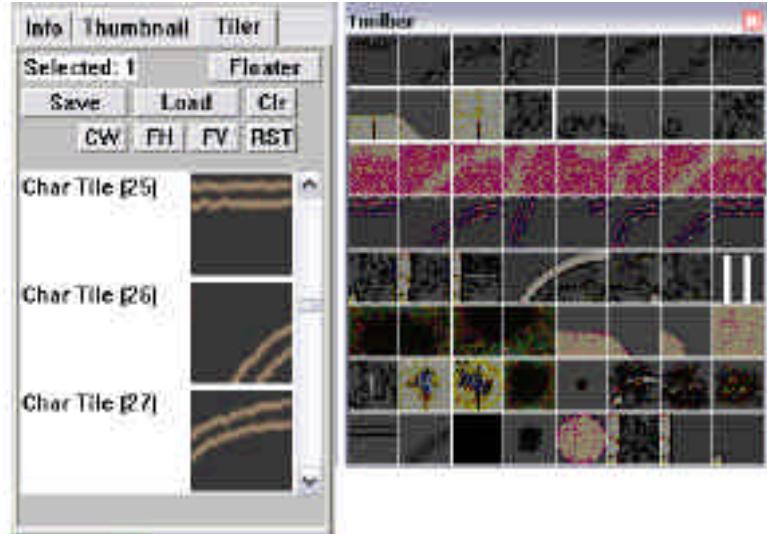
On the screen you will see a red line link the two markers. If you linked two squibs, you'll see a blue line linking the end of one squib line to the beginning of the next one. When triggered, the selected squib bullets will emanate from that red line. If the pitch remains 0, the bullets will shoot straight down. 90 degrees will shoot forward, 180 straight up and 270 straight back. If there is nothing for the bullet to hit within 100 meters, no detonation will occur.

## Inserting Tiles

Tiles are specific, 2D art assets that can be placed in the mission to help decorate a location. Tiles are usually roads, tire tracks, craters, etc and are placed into the mission a bit differently from other assets. You can only use one set of tiles in a mission. If you change this selection after laying down tiles you may turn your roads into bomb craters!

After selecting a tile set in the **General Information** window click on the “Tiler” tab in the lower left corner of your screen. Clicking on the **Floater** tab will bring up a small window with the tiles in it.

In either window, simply click on the icon you want. When you bring your mouse over the map, a yellow placement box will appear. Click to place it. It may help to set your map grid to 16m and turn on the snap setting. This will make lining up the tiles much easier since they are 16m x 16m in size. Some tiles show a dark gray or pink background. This background is actually transparent when placed on the map.



After unselecting a tile, you may see a black box around it. This is just an artifact and will disappear when you zoom in or out. When you are in the Tile Mode, you will not be able to select other objects and vice versa.

**Save / Load:** When a mission is exported the tiles are automatically saved in their own file with an extension labeled “.til”. This file contains the placement, orientation, and tile set for that mission. The MED has automated the saving and exporting of the tiles, but the buttons to do so manually are still usable. If you save your tiles, make sure you save it with the same name as your mission. Saving files can be helpful if you want to try a couple different layouts for your tiles.

**Clear:** Will remove ALL tiles from the mission. You will only be able to recover them if you had them previously saved in a .til file, so be careful with this button.

**Tile Rotate Keys:** The tiler window has a few buttons on it that rotate and flip the selected tiles to any orientation. From left to right, they are:



- Rotate tile counter-clockwise
- Flip horizontally
- Flip vertically
- Reset to original orientation

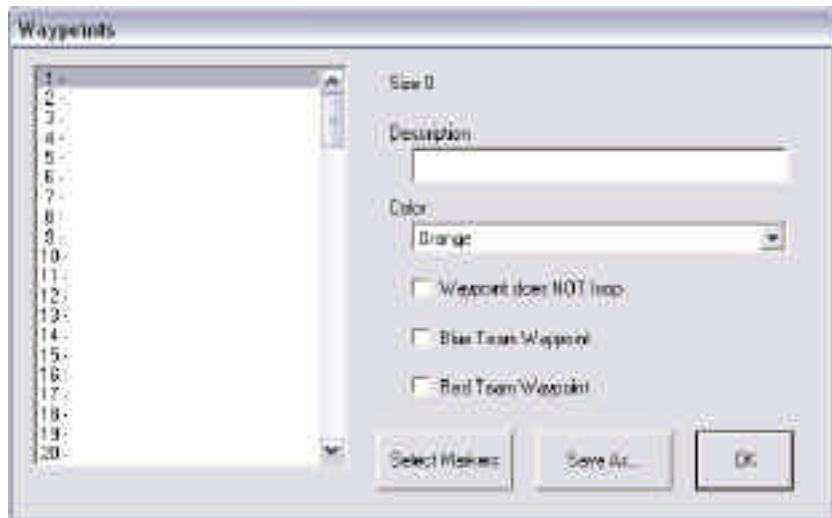
## Section 6: Waypoints

Waypoints are markers within the game that direct vehicles, characters and players to specific points within the map. Waypoints for the player are visible on the spin map, but waypoints for vehicles and computer-controlled units are invisible to the player. You can even assign a number of units to a single waypoint path.

Before you can assign a unit to a set of waypoints, you have to name them. Choose **Waypoints** under the **Edit** menu to bring up the waypoint window. You can name a waypoint group with whatever name you chose, but it should be self-explanatory, or it becomes very easy to lose track of which waypoints belong to which units.

The “Waypoint Size” shows how many individual waypoints are part of a waypoint group. If you check the “Waypoint does not loop” checkbox, then the unit will come to a stop at its last waypoint. Otherwise, units reaching their last waypoint will attempt to head directly back to their first waypoint and repeat the path. Be sure to check the appropriate red or blue team box. When you are done click **OK**.

To print out a list of your waypoint group names, click **Save As** to save the list to a text file then print that file.



While waypoints are there to guide the players, they aren't required to follow them. So don't use “group 1 has reach waypoint...” as an event trigger (triggers are explained later in this manual, just keep it in mind when you get there). Instead create a large Area Trigger (detailed under events) which covers anywhere the player could be when you want the event to happen and use the “group 1 in area...” trigger.

### Special Waypoints:

- 125 – Go To SSN – If you set a unit to this, they will go directly to the specified SSN (chosen from the Event Triggers).
- 126 – Go To Group – If you set a unit to go to this waypoint, they will follow the one unit in their current group who should be set to follow a normal waypoint path.
- 127 – Go To Player – Anyone set to go to this waypoint will track the player and follow. If it is a teammate, they will use group tactics. If an enemy, they will engage.

### Placing Waypoints

Waypoints are placed the same way as any other objects. In **Insert Mode**, select **Markers** from the list and choose **Waypoint**.

In the Item Attributes screen a waypoint is designated by a two number code such as 1-1 or 2-5. The number before the dash indicates its Waypoint List number. The number after the dash indicates its position in that list. Waypoints are numbered from 0 up, not 1 up. So, to the game engine and its AI units, the second waypoint in a list is “1” no matter what they numbered the object as.

### Setting up waypoints:

1. Go to **Edit** in the menu and then select **Waypoints**
2. Select the second slot. Click in the **Description** box and type “Enemy’s Waypoints”
3. Below that is a box that determines a color for the lines connecting the waypoints. Select a color if you feel like it. Choosing different colors helps differentiate visually between groups when you have many waypoints in a small area.
4. Below the color box is a small check box. This determines whether or not your waypoints will loop. We don’t want our first waypoint list to loop. Click on it so that it is checked, then click **OK**.
5. Go to **Insert Mode** by pressing the **INSERT** key.
6. Click on the map somewhere near the soldier that you placed earlier to add the first waypoint.
7. In the **Insert Item** window, click on **Markers** then select **waypoint**. The waypoint will now appear on the map.
8. Click somewhere else on the map to place your next waypoint.
9. Notice that **Markers** and **waypoint** are already selected in the window that opens. Just click on **OK**.
10. Repeat steps 8 and 9 a couple more times.
11. Get out of **Insert Mode** by pressing the Insert key.
12. Select all of the waypoints you just placed and then click on the **Selection Information Box** to bring up the **Item Attributes** window.
13. Change the Waypoint List box to “2 – Enemy’s Waypoints”. Click **OK** to have the computer automatically number the waypoints.
14. You should now see a series of connected lines. This is your waypoint list.
15. The waypoints should all be attached to the same waypoint name, be numbered correctly, and connected by a line. If the line is incorrect make sure your waypoints are numbered in the proper order from 0 on up. Incorrect numbering can also occur if you add waypoints to an already existing list. If this occurs simply edit the number of each point manually.
16. To get the enemy unit to follow this new path, select the enemy unit and bring up the Item Attributes Window. Under the **Waypoints** section, Select List “2 - Enemy’s Waypoints” just as you did for the waypoints in Step 13. Click **OK**. Now that soldier will begin to follow this path at the start of the mission. Remember that units may not be able to traverse all types of terrain. Choose your path with that in mind.
17. Altering the distance of the waypoint alters its effective size. Setting the distance to zero means that any AI trying to reach that waypoint will hit the point exactly, even if it means lining up in a column to do it. A larger distance gives more leeway, especially for the player who may not follow your waypoint course exactly.
18. If you have multiple groups, you may assign them to the same waypoint path. If the path is not looping, they will eventually meet up at the end.

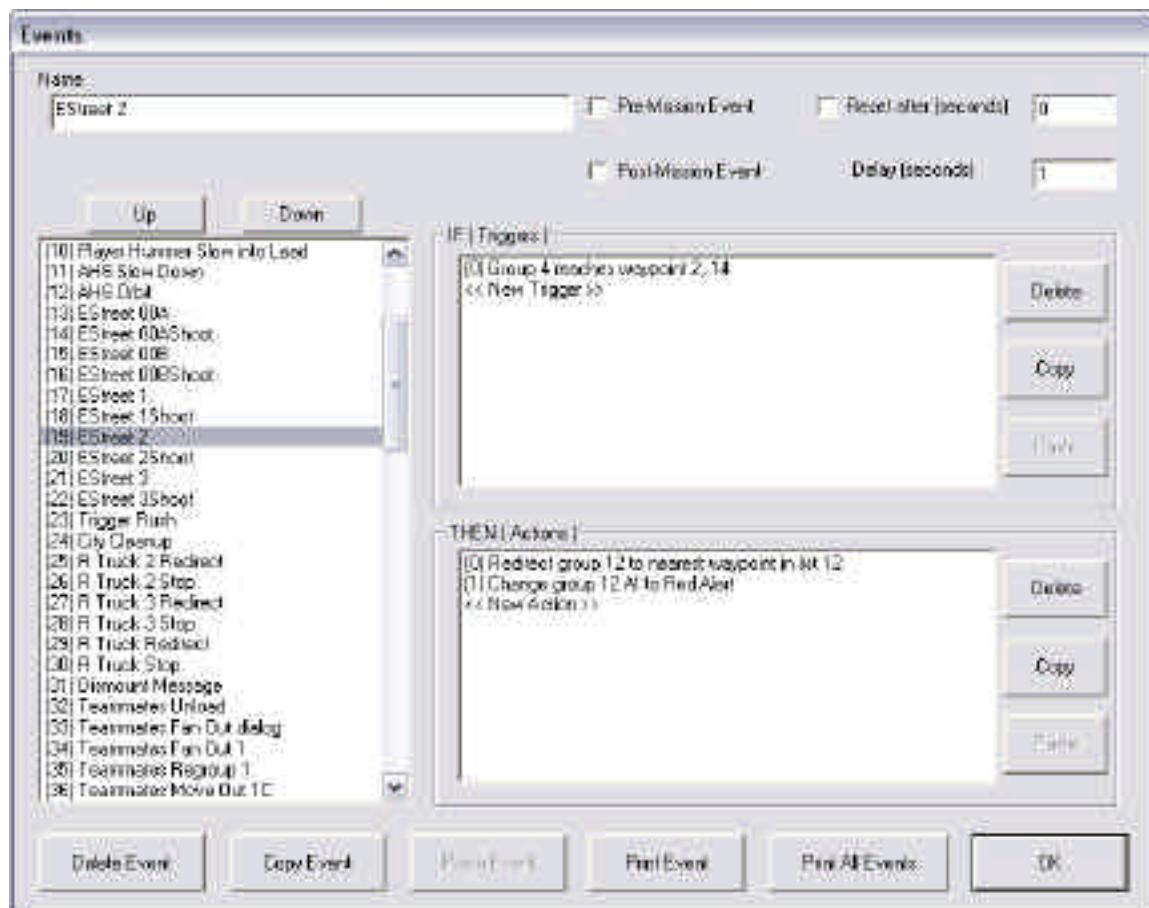
# Section 7: Events and Area Triggers

## Events

One of the most complex and powerful parts of mission editing is creating events. With this tool, you will be able to set up a series of actions that only occur when certain conditions are triggered. Each event is set up as an IF-THEN statement. In other words, IF one or more conditions are met by the game (are considered “true”), THEN the event (or multiple events) takes place. An explanation of the various trigger and event If-Then statements can be found in **Appendix B**.

You can have multiple If and Then statements for one event by using the “And”, “Or”, and “X-Or” buttons. Whichever you click will affect the next action you create for that event. By using “And”, you can require that multiple units be killed, that the player is within a certain area, and no neutrals have been killed in order to win the game. Using “Or” lets you use just one of a set of actions to trigger an event. If one or all the actions in an “Or” event occur, the trigger will still execute. “X-Or” will trigger an event if only one of the actions listed is true. If both are true, nothing will happen.

It is important to remember that when you set up triggers for events the trigger logic goes from top to bottom. When you look at an event with multiple triggers, the order of And /Or triggers becomes very important.



## Sample Event

Here is an example of how to set up a win condition for a game. Say you wanted the player (who must be set to group one, remember) to win the game if they destroy a certain vehicle, you would do the following:

1. While in **Insert Mode**, place a vehicle on the map (make sure it is not indestructible).
2. Return to **Select Mode** and select the vehicle.
3. Right click the vehicle with the mouse and click on **Edit Item Attributes**. Select a unique **Group** under **AI Variables**.
4. Open the **Events** window under **Edit**. You will see three large areas. The one on the left is where you choose events by name. The other two are the “If” and “Then” fields. Double click on << New Trigger >> in the “If” field to open the **Event Triggers** window.
5. Select **Group** for the **Trigger Type**.
6. Select **All Destroyed** for **Trigger Condition**.
7. Under **Trigger Variables** select the group # of the building that you just placed then hit **OK**.
8. Now double click on << New Action >> in the “Then” field to open the **Event Actions** window.
9. Select **Blue Win** for the **Action Type**.
10. Finally, for ease of identifying it, give the event a unique name at the top of the window such as “Win by destroying vehicle”.

You have just created your first event! Now, when the player destroys the vehicle specified, the mission will end and a win message will appear!

## Other Event Commands

**Up/down:** You may reorder the positioning of your events by highlighting one and moving it up or down through the column. This has no effect on the triggering of events, it's simply to help keep things organized.

**Reset after (seconds):** Once this event has been triggered, the mission can be set to automatically reset the trigger after a specified number of seconds has elapsed.

**Delay (seconds):** This is how many seconds must pass before the actions will execute. A zero delay means that the actions will be carried out as soon as the trigger conditions are met. Please note that the delay may not work the way you intend it to if you are using events to trigger other events.

**Pre-Mission Event:** Not used

**Post-Mission Event:** Not used

## Triggering Win and Lose Conditions / Sub-goals

In the **General Information** window you will find the Win and Lose sub-goal pull down windows. These windows represent specific sub-goals and are triggered as “then” statements. Sub-goals can be used to display information text on screen and to update the Goals list. You can also use a sub-goal being triggered as an “If” statement to trigger other events. (I.e. if sub-goal 1, “Destroy all Technicals”, is triggered then Blue wins).

During the mission you may want to display the various goals as the player triggers events. To do this you must first select your goals from the **General Information** screen. The order you select here will be the order they are displayed on screen. However, if you mark one as “Critical”, that objective will be at the top of the list.

Behind the scenes, there are the following types of text:

**Win Conditions:** This is the text that appears in the Med's Win/Lose pull down windows and in the Goals window in-game.

**Win Directives:** This text appears in the lower left corner of the screen and is a more descriptive version of your assigned task.

**Win Messages:** This is a past tense bit of text that appears on screen when you trigger a "Win Subgoal x" in the event's window. Not every subgoal will have one of these (no need to congratulate the player for successfully following orders to get on the Humvee.)

**Lose Conditions:** This text is what appears in the MED. It does not appear in the Goals window.

**Lose Directives:** This text appears in the lower left corner of the screen and can tell the player what NOT to do. I.e. "Don't shoot friendly units".

**Lose Messages:** This text automatically appears in the lower left if you trigger one of the "Lose Subgoal x" events.

When your mission starts you should have a Pre-mission event that has no trigger, but has Then actions that hide each of your Win and Lose Subgoals. (i.e. "Hide Win Subgoal x"). If you don't do this, all of the Subgoals will appear on screen at once.

To show a directive and make the condition appear in the Goals list, you will need to create an event that triggers a "Show Win Subgoal x". When that event is triggered the Goals list will update and the directive will appear on screen.

Once an objective is completed, trigger an event for "Win Subgoal x". The Past-tense, congratulatory text will automatically appear on screen.

Lose Subgoals work the same way, but they will not appear in the Goals list.

## Area Triggers

1. An Area Trigger is used to set off an event when the player, or any unit, enters a specified area.
2. To set an Area Trigger go to **Edit** and then **Area Triggers**.
3. Give a name to a trigger and click **OK**.
4. Enter Insert Mode and place two Area Trigger icons. They can be found under the **Markers** category.
5. Exit **Insert Mode** and select only the two points you just placed.
6. Now double-click on the info panel to open the **Item Attributes** screen. Under waypoints enter the number of the Area Trigger that you just renamed (you will not see the name) and click **OK**. A box will now appear using your two icons as corners.
7. You may now set events by choosing **Group Area Trigger** as your trigger condition then selecting the appropriate area in the pull down menu of the "If" statement window. When the unit you select enters that area trigger, the specified event will take place.

## 3D Area Triggers

A typical area trigger will trigger no matter how far above or below it the player is. If you want to limit the 3D space of an area trigger (i.e. a trigger on the second floor of a building, but not the floor below it) you can do so by altering the height of your second Area Trigger marker.

When placing the points, make sure the marker with the higher SSN is the one with the higher altitude. When you are finished, you can see the area by selecting those two markers and opening up the 3D Wireframe view.

### **Designated Mission Areas**

There is a checkbox on the Area Trigger screen for you to select one or more area triggers as a Designated Mission Area. Once checked, you can set up a player driven event based on the player being outside the mission area.

# Section 8: Exporting and Playing Missions

You will not be able to play or test your mission until you convert it into a file that the game can recognize. When you are at a point where you would like to test your mission, save your current file normally. This saves the editable .mis file.

Next select **Export Binary Mission** under the **File** menu to export and save. Your custom mission will have the extension of “.bms” and must be located in the same directory as your game executable for it to be seen by the program. If you have selected tiles in your mission, the export will also create a .til file. The .til stores your tile information and must be kept in the same folder as the game as well.

## NOTE:

This will export ONLY the map and its items.

To play your custom mission, start your game normally. In the **Single Player Missions** or **Multiplayer Hosting Screen** (depending on the type of mission you created) and select your mission from the list of games.

## Number of Items Error

Each mission will only support a set number of items. When you export, the tool will indicate if you have too many different items.

The following Warnings can show up when exporting the file:

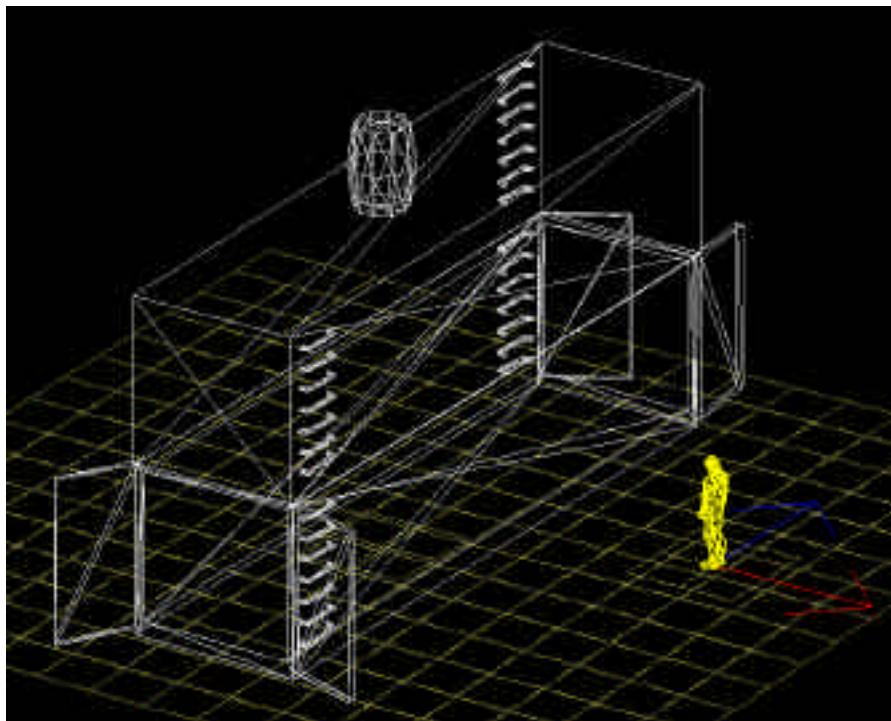
- The total number of Decorations and Buildings (X) exceeds the maximum (1200)
- The total number of Vehicles and Objects (X) exceeds the maximum (1200)
- The total number of Markers (X) exceeds the maximum (768)
- The total number of People (X) exceeds the maximum (768)

If you exceed any of these amounts, the file will still export, but any items exceeding the maximum number will not be exported. The number of objects should be reduced to the limit or unpredictable things could happen as a result of the excess items not being exported.

## Section 9: 3D Wireframe View

This mode will render the selected items in a 3D view so designers can accurately line-up objects in 3D space (fences, train-tracks, etc.). It is actually very difficult to precisely line up various objects without it. If you are placing objects inside tunnels, or on the upper levels of buildings, the wireframe will be indispensable for accurate placement.

The 3D mode has its own set of key commands to accommodate the wireframe process. Since the wireframe view is slightly complicated, we will walk through the process of lining up two pieces. The key commands to alter your view and the placement of objects is confusing at first because they move in relation to the X, Y, Z axis, not your current view.



with the surface and turn CYAN if it is entirely underground

You'll notice that when you move a piece that the contour of the grid changes to reflect the new terrain underneath. Remember that the wireframe will only show the pieces that you selected in 2d mode.

You can shift your view of the wire frame by pressing **Control - Right Mouse** to rotate the view or **Control - Left Mouse** to move straight forwards and back as well as sideways. Remember, this shifts your view of the pieces; it doesn't actually move them (though it may look as though it does).

2. Press [ or ] until one of the cargo containers turns yellow. Press the **T** button to go to a top down view. You may already be in this view, but press it anyway. Now zoom out (**SHIFT + RIGHT MOUSE** or use the keypad **MINUS** key) until you can see both cargo containers. If the screen is too messy, press the **G** key to turn the grid off.

3. The next step is to bring the two pieces on top of each other. Zoom in or out (keypad – or + key) until both pieces are clearly visible. Use the four arrow keys to bring the selected piece over

Here's a quick walkthrough:  
1. First, place two cargo containers, a player start and a barrel near, but not touching, each other on a map. Use Cargo04, Cargo06 and Barl01 found in the decorations section of the **Insert Item** window. Highlight all four items and press the **3D Wireframe** button. The map section will turn black and you should see wireframes of your selected items (only selected items will appear)

The grids represent the terrain directly under the selected pieces. The grid will normally render in brown unless the view is from the underside, in which case the map will render in Green. An object will turn RED if it collides

the other. You should get them to line up fairly close. Zoom in on one edge and use **CTRL** + the **Arrow Keys** to move the pieces in small increments until the pieces are squared up.

4. If you need to re-center the spot you are trying to line up, press **Control-Shift-Left Mouse** and then re-zoom.

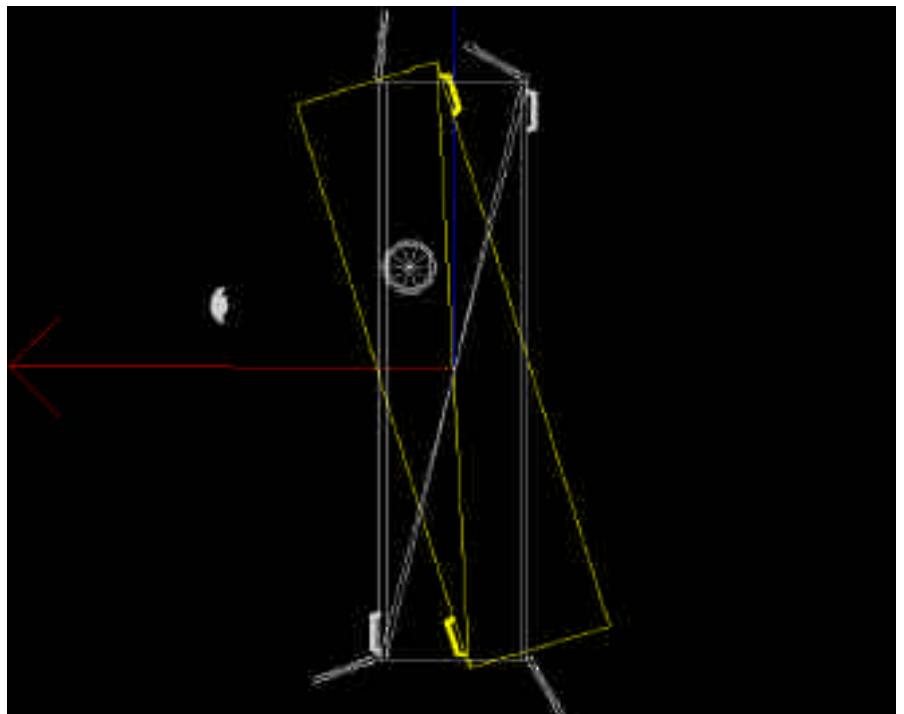
5. Now that the pieces are lined up, you will need to adjust their height so one is on top of the other. Each piece has a Z and an AZ number in the **Info** window. These are vertical coordinates. AZ is absolute height over the map's 0 point. Z is the height over that spot of terrain. Use the [ or ] keys to switch selections and check their Z number. Press **Shift** and the **Up** and **Down** arrows to change the altitude in meter increments. Once the two numbers are close, press **Shift – Control** and the arrow keys to move the piece in smaller increments. Zoom in on a small section where the top and bottom of the two containers are to merge and adjust the height until they are perfectly lined up. The end result should be about 3 meters difference.

6. Since the cargo container ladders aren't meant to be stacked, you should rotate the top piece a few degrees to create a small ledge. Do this by pressing the **T** key to get a top-down view and then pressing **SHIFT + RIGHT** or **LEFT MOUSE** until it rotates about fifteen degrees.

7. Now move the barrel on top of the stacked containers. Press [ or ] until it's highlighted and use all the previous functions to place it on top of the both containers.

Once everything is in place, save and export your mission. Load the mission and see how you did.

See **Appendix C** for a complete list of key commands.



# Section 10: Sound

One of the most important aspects of any game is sound. Environmental sounds help set the mood and locale and keep the game from feeling “empty” when there is no shooting or explosions going on. Some sounds in the game are inherent to the objects to which they are attached, such as vehicle sounds, and others are placed as invisible objects that have sound loops, such as running water or birds.

## Placing Markers

Sound markers can be found in the **Insert Items** window under the **Markers** heading. They will all be prefaced with the prefix of “SND:”.

Some will have a suffix of “Loop”. Loop sounds will trigger when the player is close enough to hear them and will continue over and over. If the player is within range of a sound, it will be heard. Other sounds (those without the “Loop” suffix) play at pre-assigned, slightly randomized, intervals, but are also triggered by the player coming close enough to hear them.

## Fall Off Distance

Every sound in the game fades as you move away from it. This fading is part of a pre-configured “fall off distance”. The fall off distance is the range between the sound marker and the point where it can no longer be heard. Many (though by no means most or all of them) have a fall off distance of 200 meters. The sound will slowly get quieter until, at 200 meters, it is completely silent.

You will typically want to keep different sounds markers from overlapping, and keep similar ones close enough so there are no dead zones. Test out the distances and set them accordingly.

# Section 10: Design Guidelines

Now that you know the mechanics of making a mission, you must consider how to put the pieces together in a way that will be fun for the player and fit with the style and design of the existing missions.

## Difficulty

Any mission you create will be difficult for other people. No matter how easily you can complete your mission, believe anyone that tells you they have trouble. There are a number of ways you can adjust the difficulty with good mission design.

Good ways to reduce mission difficulty:

1. Lower enemy accuracy
2. Reduce the number of enemies that can see the player at one time
3. Set fewer enemies to prone and more to standing.
4. Set some enemies as cowards, or trigger them to run away from the player.

Bad ways to reduce mission difficulty:

1. Blind or deafen the enemy
2. Don't give the enemy any weapons

## Pacing

Missions need to have a certain flow to them. The opening view of the mission should be pleasant, and the first few moments of the mission should allow the player to get used to the terrain. The player should not be in immediate danger, and should have a good vantage point to figure out what they'll be doing. Once the player begins moving in, they should encounter patrols, sentries, or points of interest (like small villages). After this, they should come upon the main objective and be given opportunity to look it over before attacking it. Completing the primary objectives should be the height of action in the mission. If the mission requires extraction, there should be one more encounter on the way there.

Listed below are some general guidelines. Not all missions will run like this, but they are good guides.

- A. Opening
  - 1. Pleasant opening view
  - 2. No immediate threats
  - 3. Chance to survey area
- B. Approach
  - 1. Minor action or scenery to keep player interested
  - 2. Chance to survey target
- C. Target
  - 1. Action should ramp up and get more intense
    - a. A trickle of enemies is better than a flood; don't have the player get hit by everything at once.
  - 2. Avoid having to "hunt down the last guy", make necessary enemies come to the player or exclude far-flung enemies from the win conditions.
- D. Withdrawal
  - 1. Minor action or scenery to keep the player interested

2. Extraction area should be obvious (landmarks are good)
3. Don't try to kill the player at this point, the last fight can be thrilling, but shouldn't be deadly

E. Finish

1. The player should feel accomplishment and not wonder "Why'd I win?"

## Details

Don't get wrapped up in triggering small details or events. Often times, you can spend too much time on one scene than should be spent. People won't sit and watch the AI move around for long. They're more likely to just shoot whomever they spot. So it's not as much a matter of **what** the AI is doing, as **where** the AI is.

## Waypoints

1. Use the "move timer" in waypoints to have enemies pause during their patrols. This is a simple way to give them a little more character.
2. Set up large patrol loops and you can put multiple enemies on them.
3. Remember to use area triggers instead of waypoint triggers to set off events when the player reaches a destination.

## AI attributes

1. Set higher minimum engagement distances on some enemies. This makes them more likely to fire than approach.
2. Vary the weapons the enemy uses, don't just give everyone the same gun, give some pistols, some rifles, some sub machineguns, etc. And change their accuracy to reflect the gun they use.

## Triggering

1. Trickle bad guys out of hiding by triggering one to run out if a buddy of his dies outside
2. Replace sentries, like guards in towers, by using events to have someone run up and replace them if they die.
3. Send out "search parties" of 1 to 3 enemies if the player fires from an area or kills a sentry looking over the area.
4. Redirect some enemies to run to cover when they go red alert.

## Other Hints and Tips

Plan out your mission before trying to create it in the Mission Editor. Having a good idea of what you want your mission to contain will make your work go much more efficiently.

1. For your first mission, open the **Sample.mis** file and begin tweaking aspects of it. This mission was created to give you a head start on creating a mission. Looking at how a mission designer lays things out may help you understand specific portions of a working mission.
2. For ease of viewing units, use the **Height Map** view (F2 key). The items will stand out more against this background, especially on snowy terrain.
3. Using the layering functions can help save a lot of time when fine tuning missions. Putting items in **Layers** may seem like a hassle for smaller missions but when more and more items are added, you will really wish that you had done it.

4. When you right click the mouse with no items selected, you can choose to **View by Side**; this will turn all of the bad guy's items red, all of the good guy's items blue and all of the neutral items green for ease of game balancing.
5. When placing buildings, use the F3 view to find a good flat spot.
6. In Capture the Flag missions, it's a good idea to drop a "**null**" marker on top of any flag you put down, then set the null marker to the team color of the flag. This allows you to see your flags from a zoomed out perspective, where they'd normally be hard to see.
7. A good rule of thumb for placing objects is whenever you want to place an object which has others like it already in the mission, it's simpler to copy and paste it, then modify the new one (rather than switch to insert mode and create a new one).
8. When moving vehicles, remember to set up an event with both "change group velocity" and "redirect group to waypoint".
9. You can rotate several objects at the same time by selecting them, right clicking and selecting "Group Rotate" from the list.

## Start Markers

All types of maps need a player start marker. Multiplayer maps have different markers than the single player game and should have enough markers for simultaneous spawns of all players.

1. In Single player games, this will be the "Start, Player" marker. Non-team multiplayer games will use the "Start, dm" marker.
2. Team games will use "Start, (red/blue) team" markers.
3. To determine a specific order players are loaded in multiplayer games, you may set a number for each start position in its attributes under Waypoints in the Number field.

**Save, export and test your mission often!**

## Appendix A: Terrain Types

There is a pull down menu for your **mission terrain** in the **General information** window. Each image on this page is a snapshot of the various terrains you are able to choose from that menu. If you change terrains after laying down items, you may have to manually readjust the item's z-axis number or it may end up underground or floating in the air.



DVD 1



DVD 2



DVD 3



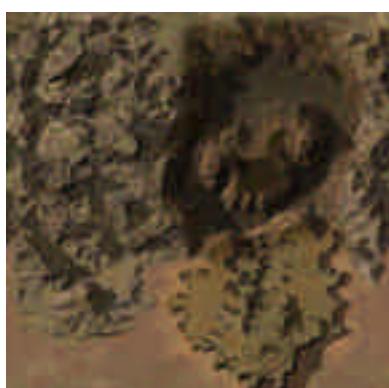
DVD 4



DVDG 1



DVDG 2



DVG 1



DVT 1

# Appendix B: Trigger List

The following event “If” and “Then” statements describe a situation that must take place to trigger an event. When you select one of these trigger types in the events window, more options will open to allow you to specify what you want to have happen in order to trigger an event.

For example, if you select “Group” as an “If” trigger, then you select “All Destroyed” from the newly visible Trigger Condition, you can set an event to occur when every unit in that group has been destroyed.

Using this system can be daunting, but is very powerful once you start to link multiple events to each other.

## “IF” Statements

### Trigger Types

The trigger type that you select will determine what objects, action or character will trigger an event.

**Null:** Nothing. Can be used as a temporary placeholder.

**2ndTime:** True if this is the even numbered time the mission is played.

**Event:** Allows you to trigger events off of another event.

**Group:** Allows actions taken by, or against, a specific group to trigger an event.

**Mission Variable:** A mission variable is a number that can be added to or decremented by any other event. Using variables to trigger events let's you create flexible missions where any number of events can lead to a single outcome.

**Player:** Allows events to be triggered based on certain player based actions.

**SSN:** Allows actions taken by, or against, a specific SSN to trigger an event.

**Teammates:** Events with this heading are triggered from specific teammate actions.

### Group Trigger Condition

These options can be selected if you set your Trigger Type to “Group”.

**Null:** Nothing. Can be used as a temporary placeholder.

**All Destroyed:** True if all members of the Group are killed/destroyed.

**All Intact:** True if every unit in this group is not destroyed.

**Any Alive:** True if any members of the Group are still alive. This will trigger immediately unless other conditions are set.

**Area Trigger:** True if Group is within the Area Trigger.

**Condition Red:** True if Group has spotted and is engaging the enemy. AKA Red Alert

**Condition Yellow:** True if Group has been alerted (sound, death of friend, etc) but does not see the enemy. AKA Yellow Alert.

**Has X Units:** True if Group has X or more members alive.

**Holds Item:** True if Group is holding the specified item.

**Lost X Units:** True if X number of units in Group have been killed.

**Reached Waypoint:** True if anyone from the specified group reaches waypoint. Only valid waypoints will be listed.

**Saw Group:** True if the AI has seen the specified group, but has not targeted them yet.

**Saw SSN:** True if the Group has seen the unit (specified by unique SSN), but has not targeted them yet.

**Shot Group:** True if Group X shot at and hit Group Y.

**Shot SSN:** True if Group X shot at and hit Unit Y (specified by unique SSN).

**Targeted Group:** Before an AI can shoot they must target a group. This is true when that occurs.

**Targeted SSN:** Before an AI can shoot they must target an SSN. This is true when that occurs.

**Reached Waypoint:** Triggers an event as soon as a group reaches a specified waypoint. Only valid waypoints will be listed.

## Player Trigger Condition

**Berserk:** If an event causes the player to go berserk, you can trigger other events off of that action.

**Dialog Finished:** Not used in consumer version.

**Dialog Playing:** Not used in consumer version.

**Player Outside Mission Area:** If the player leaves the “Designated Mission Area” specified in the **Area Triggers** window for the specified amount of time, you can trigger an event. If they player returns to the Mission Area, the timer resets. If the player is inside just one of multiple mission areas, the timer will not count.

**Placed Satchel:** Will trigger if the player places a satchel charge within the specified area trigger.

**1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> person views:** Not used.

## “THEN” Statements

A “then” statement is an action that occurs when one of the previously mentioned triggers is found to be true.

### Action Types

**Null:** Always False. Can be used as a temporary placeholder.

**Attach SSN to Emplaced Weapon:** If an AI is within range of an emplaced weapon, you can tell them to attach to and use it.

**Change AI in Area, Blue:** Allows you to alter an AI Variable such as alert state, skill level or engagement range, for every blue team unit with a specified Area Trigger zone.

**Change AI in Area, Red:** Allows you to alter an AI Variable such as alert state, skill level or engagement range, for every red team unit with a specified Area Trigger zone

**Change AI, Group:** Allows you to alter an AI Variable such as alert state, skill level or engagement range, for an entire group of AI.

**Change AI, Single:** Allows you to alter an AI Variable such as alert state, skill level or engagement range, for a specific unit.

**Change Group, Group:** Allows you to change every unit in a specified group to a different group.

**Change Group, SSN:** Allows you to change a single unit to a different group.

**Change Mission Variable:** A mission variable is a number that can be added to or decremented by any other event. Using variables to trigger events lets you create flexible missions where any number of events can lead to a single outcome. Use these options to add or subtract numbers to a variable.

**Change Team, Group:** Allows you to change every unit in a specified group to a different team.

**Change Team, SSN:** Allows you to change a single unit to a different team.

**Create Particle Effect:** Allows you to trigger a particle effect assigned to a numbered teleport target.

**Kill Group:** Immediately kill all members of Group.

**Kill SSN:** Immediately kill a specific SSN.

**Lose Subgoal:** When triggered,

**Output Text:** No longer used. Replaced by “Show Win/Lose Subgoal”

**Play Dialog:** Used to trigger pre-scripted dialog trees. This is not available in the current consumer build.

**Redirect Group:** Make Group go to Waypoint X-X or to the nearest waypoint.

**Redirect SSN:** Make specific SSN go to Waypoint X-X or to the nearest waypoint.

**Reset Event:** Once an event has triggered, you can reset it so that it will occur again.

**Reset Has Visited Flags, Group:** When a unit in a group reaches a waypoint, they are “flagged” as having been there. You can reset the flag.

**Reset Has Visited Flags, SSN:** When a unit reaches a waypoint, they are “flagged” as having been there. You can reset the flag.

**Show Lose Subgoal:** When you trigger a win or lose Subgoal, you must separately trigger the game to display the accompanying text. This allows you to track subgoals with showing the player during the game.

**Show Waypoints:** Setting this to 0 will hide all waypoints. 1 will enable them.

**Show Win Subgoal:** When you trigger a win or lose Subgoal, you must separately trigger the game to display the accompanying text. This allows you to track subgoals with showing the player during the game.

**Target Group(a) by Group(b), Exclusive:** Will make a Group(b) target a designated Group(a) and will ignore all other targets.

**Target Group(a) by Group(b), Priority:** Will cause a group(b) to target the designated group(a), if visible, but it will also target other viable enemies. Priority is weighted by distance and other hardcoded factors.

**Target Group by SSN, Exclusive:** Will make an SSN target a designated Group and will ignore all other targets.

**Target Group by SSN, Priority:** Will make an SSN target a designated Group, if visible, but it will also target other viable enemies. Priority is weighted by distance and other hardcoded factors.

**Target SSN by Group, Exclusive:** Will make an SSN target a designated Group and will ignore all other targets.

**Target SSN by Group, Priority:** Will cause a SSN to target the designated group, if visible, but it will also target other viable enemies. Priority is weighted by distance and other hardcoded factors.

**Target SSN(a) by SSN(b), Exclusive:** Will make an SSN(b) target a designated SSN(a) and will ignore all other targets.

**Target SSN(a) by SSN(b), Priority:** Will make an SSN(b) target a designated SSN(a), if visible, but will also target other viable enemies. Priority is weighted by distance and other hardcoded factors.

**Teammates:** This option opens up options to create an evac for a wounded character.

**Teleport Group:** Will send all units in a group to the specified teleport target.

**Teleport SSN:** Will send a single unit to the specified teleport target.

**Turn Lights On/Off:** Turns light group 0 on or off. These lights are usually hardcoded into certain buildings. 1 is on, 0 is off.

**Vaporize Group:** Removes the Group from the game.

**Vaporize SSN:** Removes a single SSN from the game.

**Velocity, Group:** Allows you to change the current speed of a whole group up or down.

**Velocity, SSN:** Allows you to change the current speed of a single unit up or down.

**Win Subgoal:** Triggers a subgoal to be marked as “won”.

**Win, Blue:** Triggers a “game win” for the Blue team and ends the mission.

**Win, Green (Neutral):** The neutral team wins...hardly ever used.

**Win, Red:** Triggers a “game win” for the Red team and ends the mission

## Action Subtype: AI

These actions can be chosen when you set the Action Type to any of the various “Change AI” options.

**Null:** Nothing. Can be used as a temporary placeholder.

**AI State:** All helo command.

**Formation:** Not Used

**Return To Base:** Not Used

**Pretty:** Not used

**Land:** Stop forward motion and settles to ground. Rotors spin down and stop.

**Follow Waypoint:** Not Used

**Attack Distance:** Changes the distance in which an AI will attack an enemy.

**Berserk:** When the player or an AI unit is labeled as berserk, they become an enemy to everyone. Their friends will shoot at them and AI's will shoot their friends. This is most often used to turn blue NPC's against the player who does too much friendly fire.

**Blind:** Doesn't see anything, even right in front of them.

**Climber:** An NPC that is tagged as a climber will move up ladders to follow a target.

**Combat Speed:** When a unit enters combat, they enter a new state. You can select their new attack speed here.

**Coward:** Set san AI to cower and not shoot at friendlies.

**Driver's Skill Level:** Changes an AI vehicles driving speed and turning radius.

**Engagement Range:** Changes the distance at which an AI will begin to pursue. This is typically set further than Attack Distance.

**Find and Use SSN:** Sets an AI to find an attach to special objects with user points (Fast Ropes on Black Hawks)

**Green Alert:** Changes AI status to the lowest level of attentiveness. “Everything’s fine”.

**Special State:** This engages special animations attached to certain characters. Most often it is used to attach Delta units to Humvees and MH-6 Little Bird side seats. It can also be used to trigger special characters who surrender or throw rocks.

**Gunner's Skill Level:** Changes the shooting ability of an AI to Poor, Good, Average, Ace.

**Indestructible:** Set to 1 to make the unit unable to be killed. 0 to disengage. (Certain objects are hardcoded to be invulnerable).

**Patrol Speed:** When an AI has not seen an enemy they will patrol at certain speeds. Change that speed here.

**Play Part Animation:** Allows you to trigger a specific animation (such as surrender). You will need a list of animations to make this work.

**Red Alert:** Set's an AI to the highest alert state. They will be ready to shoot as soon as an enemy is seen.

**Stop Using Waypoint Z:** The Z waypoint is used with flying vehicles to keep them at a specific height. To let the flying unit break from that according to their attack AI, select 1.

**Target SSN:**

**Use Waypoint Z:** The Z waypoint is used with flying vehicles to keep them at a specific height. If you've let a flying vehicle break from that height, select 1 here to bring them back to the default height.

**Yellow Alert:** Set's AI to a medium alert state. They will be wary, but not trigger happy.

# Appendix C: Additional Key Commands

These keys are in addition to the commands listed in Section 1.

## MED Key

### Chart

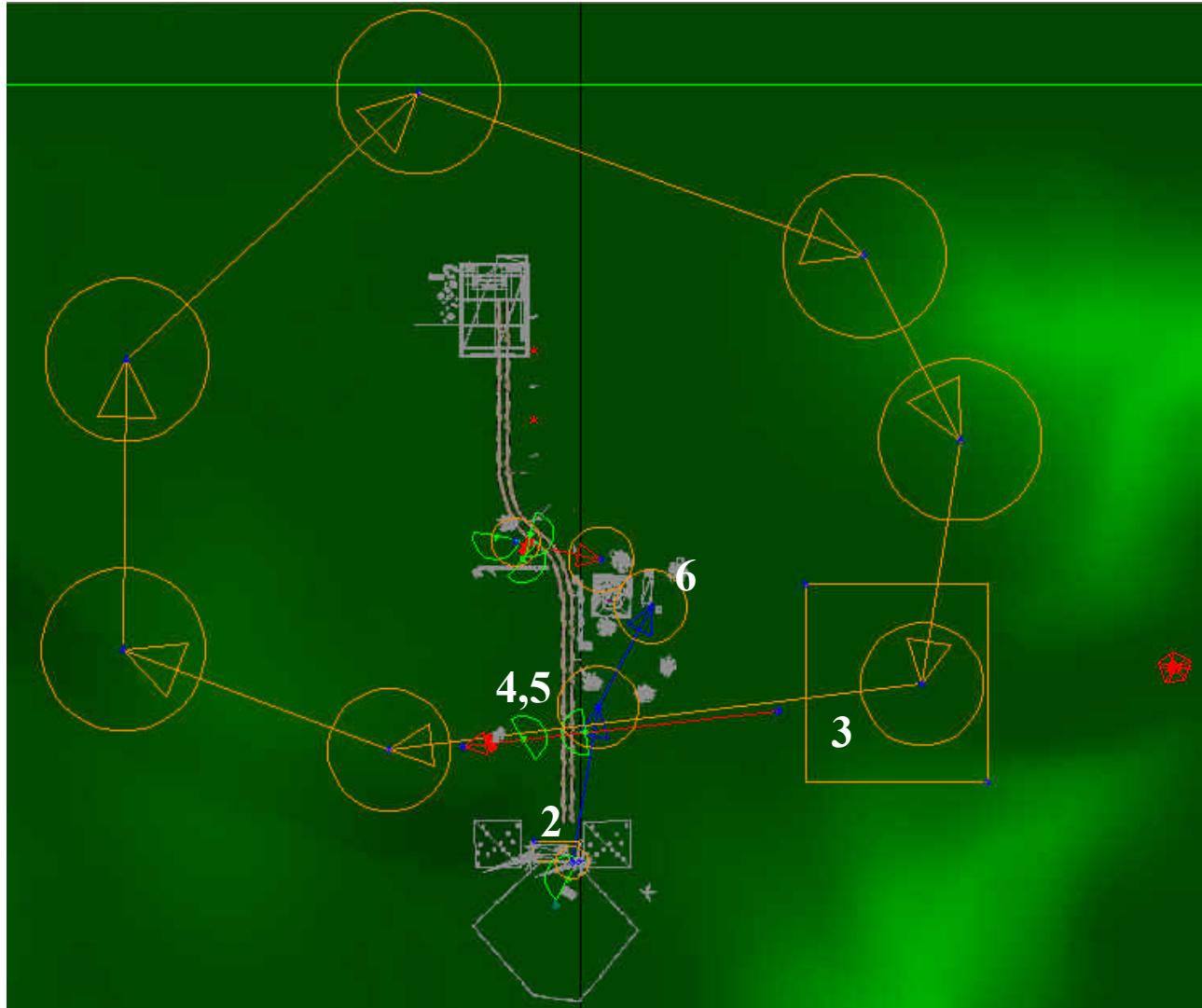
<b>Mode</b>	<b>Keyboard</b>	<b>Mouse</b>	<b>Effect</b>
<b>TILER</b>	SHIFT+LEFT		Rotate selected tiles 90deg Counter-clockwise
	SHIFT+RIGHT		Rotate selected tiles 90deg Clockwise
	SHIFT+CTRL+LEFT		Flip selected tiles Vertically
	SHIFT+CTRL+RIGHT		Flip selected tiles Horizontally
<b>2D/3D</b>			
	CTRL+X		Cut
	CTRL+C		Copy
	CTRL+V		Paste
	CTRL+Z		Undo (move, rotate, delete)
	CTRL+Y		Redo (move, rotate, delete)
	D		3D Mode Toggle
	M		Move
	U		Unselect
	R		Reset View/Camera
	CTRL+R		Reset View/Camera (no scale)
	Z		Reset Zoom
	ENTER		Edit Item Attributes
		L-click "info" box"	Edit Item Attributes
	LEFT		Move Items Left 1 meter
	RIGHT		Move Items Right 1 meter
	UP		Move Items Forward 1 meter
	DOWN		Move Items Backward 1 meter
	SHIFT+UP		Move Items Up 1 meter
	SHIFT+DOWN		Move Items Down 1 meter
	N		
	CTRL+LEFT		Move Items Left 1/256 meter
	CTRL+RIGHT		Move Items Right 1/256 meter
	CTRL+UP		Move Items Forward 1/256 meter
	CTRL+DOWN		Move Items Backwards 1/256 meter
	N		

	SHFT+CTRL+UP	Move Items Up 1/256 meter	
	SHFT+CTRL+DOWN	Move Items Down 1/256 meter	
	SHFT+CTRL+LEFT	Rotate Items Left 90deg	
	SHFT+CTRL+RIGHT	Rotate Items Right 90deg	
	SHFT+LEFT	Rotate Items Left 1deg	
	SHFT+RIGHT	Rotate Items Right 1deg	
<b>3D only</b>	ESC	Back to 2D Mode	
	G	Ground View Toggle	
	C	Ground Collision Toggle	
	X	Axis View Toggle (X is RED, Y is BLUE)	
	P	Perspective Toggle	
	E	Effect Box View Toggle	
	A	Select All Items	
	], CTRL+N	Select Next Item	
	[, CTRL+P	Select Previous Item	
	S	Side Camera View (looking north)	
	CTRL+S	Side Camera View (keep current orientation)	
	T	Top Camera View (North at top of screen)	
	CTRL+T	Top Camera View (keep current orientation)	
	SHFT+CTRL +	L Click	Center on point (same as 2D 'CTRL+L Click')
	CTRL+	L Drag Horizontal	Move Camera Left/Right
	CTRL+	L Drag Vertical	Move Camera Up/Down
	CTRL+	R Drag Horizontal	Rotate Camera Left/Right
	CTRL+	R Drag Vertical	Rotate Camera Over/Under
	INSERT/DELETE		Rotate Camera Left/Right
	HOME/END		Rotate Camera Over/Under
	SHIFT +	R Drag Horizontal	Zoom Camera In/Out
	PAGEUP/DOWN		Zoom Camera In/Out
	Numpad + / -		Zoom Camera In/Out

<b>Numpad Keys, multiple views</b>		
(numlock on)	CTRL+NUMPAD LEFT	Rotate Camera 90deg Left
(numlock on)	CTRL+NUMPAD RIGHT	Rotate Camera 90deg Right
(numlock on)	NUMPAD LEFT/RIGHT	Move Camera Left/Right
(numlock on)	NUMPAD UP/DOWN	Move Camera Up/Down
(numlock on)	CTRL+ Numpad UP	Auto center selected object
(numlock off)	NUMPAD RIGHT	Move Object East
(numlock off)	NUMPAD LEFT	Move Object West
(numlock off)	NUMPAD UP	Move Object North
(numlock off)	NUMPAD DOWN	Move Object South
(numlock off)	CTRL+NUMPAD LEFT	Move Object west in small increments
(numlock off)	CTRL+NUMPAD RIGHT	Move Object east in small increments
(numlock off)	CTRL+NUMPAD RIGHT	Move Object north in small increments
(numlock off)	CTRL+ Numpad DOWN	Move Objects south in small increments.

## Appendix D: Sample Mission

We've put together a sample mission to give you an idea of how items are laid out and how to trigger multiple events. With the Mission Editor open, select **File**, then **Open**, then select the "Sample.mis" file.



In this map the player starts off behind a storage container. They have two objectives so far, "Protect your team" and "Eliminate enemy at Waypoint Bravo". As they proceed forward a little bird takes care of the sentry guards at Bravo. Once they reach bravo, a new objective is added to destroy the crates at the final objective. The player reaches the crates and throws down satchels, but not before three enemy guards attack. A new objective is added to eliminate these guards. Once the guards and crates are destroyed, the mission ends in a success!

So, how do we get it to work? Assuming you've read the manual and know how to lay down area triggers, objects, people and waypoints, it's all in the triggers. Remember that the names of the events (but not the sub goals) and waypoints are created by the mission designer just for this mission.

1. First we set up an event that hides all the mission subgoals except the “Protect the team” and “Eliminate guards at Bravo”.
2. Next we created the “Player Path” Waypoint 1-0 and tied it (in the Item Attributes screen) to the “Sentries Dead” Advancement event. This will ensure that the next waypoint will not trigger until the sentries are dead. We also add a “Call Little Bird” area trigger just past the shipping containers. This will ensure the player gets a good view of the strafing run. When the player enters the area trigger it triggers Event 1

**Event 1: Call Little Bird**

**Triggers:**

Group 1 is within area 3 (i.e. Player is inside the “Call Little Bird Area Trigger)

**Actions:**

Redirect group 4 to waypoint 4 – 0 (Send Little Bird to its WP path)

Change Group 4 AI : Red Alert (Changes Heli to attack speed)

3. When the Little Bird crosses over Area Trigger 2 (Strafing Trigger) events are triggered that change the Heli attack speed to 15 and sets off the squib line by using the “Kill SSN” command. The bad guys are unfortunately in the way of the strafe and get killed. You’ll see a truck blow up, but you may notice that this is a bit of a shortcut. The strafing bullets are not strong enough to kill the truck, so when the second Sentry dies, the truck is destroyed using the “Kill SSN” function. If you shoot that sentry, the truck will blow up as well. Not the best layout, but it works for now.
4. Now that the Sentries are dead, the “Sentries Dead” Event occurs. This releases the waypoints to advance and sets off the “Win Subgoal” event.
5. Once the player advances to Waypoint Bravo we trigger the “Show Win Sub Goal” to let them know that they need to “Destroy crates at objective”.
6. At the final waypoint, we trigger the “Enemy Reinforcements” to redirect to a waypoint path that will lead them right to the player. When the player kills the reinforcements it triggers a “Win Sub Goal” event and the same happens when the crates are destroyed.
7. We add an event to check on whether the player’s teammate is killed. If so, the mission ends. We then create another event to see if they are inside the designated mission area trigger. If not, Red team wins.

Overall there are 11 events, three area triggers, three waypoint paths, one squib line and four mission goals.